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quadtree thresholds

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## Patents

Patents 1 - 10 on quadtree thresholds. (0.22 seconds)

### Apparatus for compression-encoding and decoding video signals

US Pat. 5469212 - Filed Apr 6, 1993 - Goldstar Co., Ltd.

30 The two **thresholds** t-black and t-white needed in the **Quadtree** encoder 63 are defined in the following manner. Assuming that one video block has a ...

### Embedded quadtree wavelets in image compression

US Pat. 6917711 - Filed Aug 10, 1999 - Digital Accelerator Corporation

The second method, or breadth-first **quadtree** coding, adds these four ... The final step in this **quadtree** process is to replace the LIB with TLIB for ...

### Quadtree-structured coding of color images and intra-coded images

US Pat. 6005981 - Filed Apr 11, 1996 - National Semiconductor Corporation

... the method comprising: determining a first **quadtree** structure for a first array which contains the first components of pixels in the image;

### DCT compression using Golomb-Rice coding

US Pat. 7031390 - Filed Jan 29, 2004 - Qualcomm Incorporated

The **thresholds** T16, T8, and T4 may be predetermined constants. ... For example, the soft decision varies the **thresholds** for the variances depending on the ...

### Adaptive transform coding using variable block size

US Pat. 5241395 - Filed Mar 23, 1992 - Bell Communications Research, Inc.

This overhead is extremely trivial for a three or four level **quadtree** block ...  
 45 The decision **thresholds** t<sub>i</sub> in the block partitioning scheme are set to ...

### Quadtree-structured walsh transform coding

US Pat. 5768434 - Filed Jun 7, 1995 - National Semiconductor Corp.

Accordingly, after each pruning of the **quadtree** (or merger of blocks), the Walsh transform coefficients of a new leaf 5 node block can be calculated using ...

### Digital data compression with quad-tree coding of header file

US Pat. 6094453 - Filed Jan 16, 1997 - Digital Accelerator Corporation

A 96x64 image contains one thousand, five hundred and thirty-six 2x2 pixel blocks 58 (6x4x4x 4<sup>4</sup>=1536), and each block 58 in the current image 52 is ...

### Quadtree-structured Walsh transform video/image coding

US Pat. 5446806 - Filed Nov 15, 1993 - National Semiconductor Corporation

... ( (double) 11) + OS); /\* number of stages after . root for the **quadtree** \*/ \*mse = 0.0; for( i = 0; i < row/nn; i++) { for( j = 0; j < column/nn; j++) {

### Image compression method and apparatus using conditional quadtree split system

US Pat. 5724451 - Filed Dec 27, 1994 - Samsung Electronics Co., Ltd.

An image compression apparatus employing a conditional **quadtree** split method comprising: a block memory for receiving and storing image data in 35 frame or ...



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Junho Sung, Seongjoo Lee, Sungsik Kim, and Jaeseok Kim  
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Sriram Sethuraman, Mel Siegel, and Angel G. Jordan  
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 Voicu Popescu, John Eyles, Anselmo Lastra, Joshua Steinhurst, Nick England, Lars Nyland  
 July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(298.54 KB)

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We present the WarpEngine, an architecture designed for real-time imaged-based rendering of natural scenes from arbitrary viewpoints. The modeling primitives are real-world images with per-pixel depth. Currently they are acquired and stored off-line; in the near future real-time depth-image acquisition will be possible, the WarpEngine is designed to render in immediate mode from such data sources. The depth-image resolution is locally adapted by interpolation to match the resolut ...

**Keywords:** graphics hardware, image-based rendering2 [View interpolation for image synthesis](#)

Shenchang Eric Chen, Lance Williams

 September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques SIGGRAPH '93**

Publisher: ACM Press

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3 [Plenoptic modeling: an image-based rendering system](#)

Leonard McMillan, Gary Bishop

 September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95**

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## » Key

IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

- ☐ 1. **Efficient multiview image compression using quadtree disparity estimation**  
 Clewer, D.R.; Luo, L.J.; Canagarajah, C.N.; Bull, D.R.; Barton, M.H.;  
Circuits and Systems, 2001. ISCAS 2001. The 2001 IEEE International Sympos  
 Volume 5, 6-9 May 2001 Page(s):295 - 298 vol. 5  
 Digital Object Identifier 10.1109/ISCAS.2001.922043  
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- ☐ 2. **A New Object-Based Fractal Stereo Codec with Quadtree-Based Disparity Compensation**  
 Belloulata, K.; Shiping Zhu;  
Acoustics, Speech and Signal Processing, 2006. ICASSP 2006 Proceedings. 2  
International Conference on  
 Volume 2, 14-19 May 2006 Page(s):II-481 - II-484  
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Intelligent Multimedia, Video and Speech Processing, 2004. Proceedings of 20  
Symposium on  
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- ☐ 5. **Disparity dependent segmentation based stereo image coding**  
 Shukla, R.; Radha, H.; Vetterli, M.;  
Image Processing, 2003. ICIP 2003. Proceedings. 2003 International Conferer